

THE NEW ADVENTURES  
OF  
FLASH GORDON

**FILMATION**  
STUDIOS

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THE NEW ADVENTURES OF FLASH GORDON . . . is the recreation of Alex Raymond's classic science fiction adventure epic for television . . .

We will relive the exciting exploits of Flash Gordon, Dale Arden and Doctor Zarkov as they brave the dangers of the fantastic planet Mongo . . . adventures that will take them from the ice world of Frigia . . . to the underwater kingdom of Coralia . . . the forest empire of Arboria . . . the Sky City of the Hawkmen . . . across the Unexplored Continent . . . and the dangerous jungles of Tropica . . . to the futuristic wonders of Mingo City . . . FLASH GORDON will be epic space adventure at its ultimate . . .

A word about the "spirit" of our series . . .

Though it wasn't the first nor the last, when aficionados talk about the Classic Science Fantasy Adventure comic strip, it is clear that they mean Alex Raymond's "FLASH GORDON." In the ten years (beginning in 1934) that Raymond produced the Sunday strip, it became the standard by which all other efforts in the genre were judged.

"THE NEW ADVENTURES OF FLASH GORDON" will recreate for the television screen Flash's classic encounters on the planet Mongo -- plus new ones. This series will be in the classic tradition that Raymond pioneered -- in both art and story. Our initial twenty-four episodes will be chapters in a continuing quest as Flash and his companions seek to unravel the mysteries of this fantastic world. The emphasis will be on adventure. We want to transport our viewers into a timeless landscape of daring deeds, incredible dangers, wonderful vistas.

On the following pages you will read thumbnail bios of our major characters, descriptions of Mongo's many strange continents, and a brief synopsis of the main plotline -- but the main ingredient of our series cannot be set down in the mechanical details of a Writers' Guide.

Alex Raymond took the paper, pen and ink, and colors available to anyone else and created a masterpiece of imagination. Given the tools of animation and teleplay, our task is to bring that marvelous gift of wonder that was the Original Flash Gordon to the television audience of today . . . "THE NEW ADVENTURES OF FLASH GORDON" . . .

FLASH GORDON:

Flash Gordon is a twentieth-century Earthman -- Yale graduate and world-reknowned athlete -- who, by a freak happenstance of fate, joins Dale Arden and Doctor Zarkov on a perilous mission across interplanet space to the mysterious world of Mongo.

Flash spearheads the rebellion that challenges the evil dictatorship of Ming the Merciless. Flash becomes Champion of Mongo, rallying Mongo's diverse empires to join together in their common battle against Ming.

A man of logic and reason, Flash -- even without help from Mongo's lesser surface gravity -- is a valiant and skilled fighter. He is both a macho male and a compassionate champion of equal rights for all persons. The women in our series will find him magnetically attractive and even his bitterest enemies respect his daring and courage.

Though he may momentarily be attracted by a pretty face, Dale Arden is, and remains, his one true love. And Flash will risk any challenge to rescue his lady.

To put it simply, Flash Gordon is all that Alex Raymond intended -- the ultimate adventure hero -- daring anything, anytime, anywhere.

DALE ARDEN:

All errant knights have their true love, and in Flash's case it's Dale Arden -- beautiful, independent and capable. In most circumstances, Dale is well able to take care of herself and is an ideal companion for the adventuring Flash.

Which is not to say that she is unfeminine. Ming was only the first of Mongo's heroic -- though, in his case, absolutely evil -- rulers who have sought Dale Arden as their Queen. Dale is sensitive, warm and compassionate -- traits which occasionally lead her to trust the wrong person.

Where Flash would gladly lay down his life to save her, Dale would do likewise. And the two of them, united, can face any peril that Mongo has to offer.

DR. HANS ZARKOV:

Zarkov is a Renaissance man -- scientist, philosopher, historian. A man of learning who never wants to stop learning new things.

He is not a "mad scientist" though he can, at times, be considered eccentric. Although older than Flash and Dale, he is not really a "father figure" -- rather, consider him a Dutch Uncle.

His only fault is a tendency to become more involved in the logic of the problem, that he forgets the more immediate dangers that are present.

MING:

Ming the Merciless is Hitler, Gengis Khan and Fu Man Chu in one brilliantly warped package of absolute evil. A genius who would be supreme dictator of Mongo -- and perhaps the universe -- if it had not been for the heroic efforts of Flash Gordon.

In our series, Ming rules from his throne in Mingo City -- and his tyranny stretches to the most remote regions of Mongo. If he is not directly in our stories, his evil presence will be felt as an underlying current -- often drawing Flash and his companions into dangerous straits.

Picture Ming much larger than life -- and far more deadly than any villain or monster that Mongo has to offer. He is utterly ruthless in his desires and the perfect nemesis for Flash Gordon.

PRINCE BARIN is the rightful heir to the throne of Mongo, but the usurper, Ming The Merciless, has decreed him an outlaw with a price upon his head. But Prince Barin is made of steel-strength and grim determination, and will dare anything, Ming's wrath, or even the affections of the woman he loves, to regain his throne. He loves Aura, Ming's daughter, with all his heart and soul, and nothing would suit him better than to make her his empress. Prince Barin and Flash meet, at first, as deadly enemies and arch rivals - for Aura is infatuated with the dashing Earthman. But, during the terrible bloodbath of the Tournament of Death, in which Flash and Barin are forced to contend, first as companions, and, finally, in a death-match from which only one can emerge alive, they save each other's life - and when the blood of their wounds commingles, they become blood-brothers under the ancient laws of Mongo. It is Prince Barin who first understands Flash's determination to establish human rights and freedom for all people on Mongo - a planet where Ming The Merciless has long pitted race against race in deadly strife. And it is Barin who throws his forces into the battle. Forced by the usurper, Ming, into outlawry, Prince Barin has - like the Earl of Locksely (or Huntingdon) of Earth - become a Robin Hood, striking back at the tyrant who rules by robbing the rich and supporting the poor. Prince Barin and Flash Gordon, together, mount the campaign that will, in the end, bring down the ruthless Emperor of the Universe, Ming The Merciless.



PRINCESS AURA is dark and beautiful, a true daughter of the tyrant, Ming The Merciless. She is arrogant, sometimes almost ruthless in her determination to gain her own ends. But underneath it all, she is a woman, loving and gracious. Her emotions are mercurial; she can rage and rant, or be coldly calculating. She is the leader of her own amazon-like Witch Women, the elite guard of Ming The Merciless. They ride gigantic ostrich-like mounts, and are fierce in battle as any army of men. The blonde Flash Gordon appeals to her, perhaps proving that opposites attract. She is, at first, in the blazing fire of her infatuation, a deadly rival to Dale Arden. But Aura is very young, and as she learns the hard lessons that life holds for her, she slowly achieves true wisdom. She will always be a little in love with Flash - but her feeling for Prince Barin, at first pure, vicious hatred, slowly changes. Perhaps it is the lesson in devotion shown by Flash and Dale - or even Barin's own unchanging love for her - that changes her. And, eventually - but not soon - she will take her place with Barin, and stand against her father's vicious tyranny! But this change will come about only over a long period of time; we will first meet her as the imperious, self-centered, half-wild Imperial Princess, proud, arrogant, and, yes, even cruel.

THUN, THE LION MAN is the hereditary ruler of the strange leonine race that rules the vast plainsland of Mongo. Saved by Flash Gordon from slavery and death at their first encounter, at the risk of the young Earthman's life, Thun declares himself Flash's man, forever. He would willingly lay down his life to save Flash, and count himself lucky to be able to do so. He is strong, loyal - and a wise leader to his nomadic people. It is hard for him to grasp Flash's belief that all creatures are brothers; his ingrained, fierce dislike of the other races of Mongo, especially his race's deadliest enemies, the Hawkmen, is difficult to overcome. But he is not stupid, and the example that Flash sets reaches Thun's bold heart. He, too, becomes an ally of Flash's in the revolt against the tyranny of Ming The Merciless.

VULTAN - KING OF THE HAWKMEN is a proud, powerful giant. His winged race rule the skies of Mongo - and Vultan, resenting the yoke of Ming The Merciless, has declared his independence. He, too, loves Princess Aura, but in his own way; Vultan is a man of quick passions, but few deep emotions. Oddly enough, he is the first to truly grasp Flash's principles, and the first to openly take a stand against Ming by siding Flash. It will cost him dear, the sacking and burning of his beloved Sky City by the forces of Ming. But the jovial Vultan, brutal and barbaric though he may be, has a sense of humor - and more important a strong feeling of loyalty. Once given, his love and respect is unwavering. He and Flash can drink and fight together - for in some ways, Flash shares Vultan's bold, adventurous outlook on life. They are companions, friends, and eventually comrades in arms against Ming. But in the beginning, Flash is merely an annoyance to Vultan, who, when Flash falls into his powerful hands, condemns him to fight to the death for the King of the Hawkmen's amusement. It is Flash's ability to fight that first impresses Vultan, for he loves and respects nothing more than bravery and strength. Once again, as will happen so often in the course of our long story, Vultan will eventually come over to Flash Gordon's side, daring everything to win freedom for himself and his Hawkmen!

THE PLANET MONGO:

All of our stories will take place on the world of  
Mongo . . .

Mongo is about half the size of Earth, with a surface gravity only slightly less (enough to give Flash Gordon an edge in performing near-superhuman feats). It is a young world -- towering mountains not yet worn smooth by the passage of centuries -- active volcanos -- exotic vegetation that might be found in a prehistoric garden -- some botanical giants that are as unfriendly as the menacing creatures that wander the Unexplored Continent.

Biologically Mongo is still in the era of reptilian beasts, though humans -- in several diverse forms -- have evolved into a wide variety of cultures -- some civilized with amazingly advanced technological wonders, and others surviving in the most primitive of ways.

The origin of Mongo's myriad of life forms is a mystery that underlies our stories, but not one which we will dwell upon.

Among the major areas of Mongo are . . .

MINGO CITY . . . capital of the planet -- a futuristic domed city of spheres that we might expect to find in the 25th century. The image is that of Brasilla, a modern metropolis carved out of the primitive jungles that surround it. In Mingo City, the Great Constitutional Council sits and rules the planet. And this is where we will find Flash Gordon, when he is not off on another adventure.

ARBORIA . . . is Prince Barin's Forest Kingdom -- where the Tree People live among the Giant Living Trees. Here Barin and Aura, Ming's daughter who defied her father to help the rebels, rule an environmental paradise.

SKY CITY OF THE HAWKMAN . . . rises about the clouds on great anti-gravity power beams -- a futuristic city of unsurpassed splendor. Home of Vultan and his race of winged Hawk People.

FRIGIA . . . the ice kingdom to the far north of Mingo City -- connected by a rocket railroad -- where Queen Fria and her consort, Ronal (cousin to Prince Barin), rule a landscape of ice palaces and eternal winter. Where snow beasts of several varieties prey upon the unwary.

TROPICA . . . is Africa-like in its incredible array of botanical marvels -- some of which are as deadly as they are beautiful. This is the kingdom of Desira.

KIRA . . . is the underground world of majestic caverns that Flash Gordon once ruled -- a place of strange creatures and primitive peoples who seldom venture into the light of the surface world.

LAND OF THE LION MEN . . . harsh desert and rock -- where only fierce warriors, like Thun and his Lion People, can survive.

CORALIA . . . is an undersea civilization where Undina is Queen -- a place not unlike our own images of the Lost City of Atlantis. The people here are true Sea Beings who cannot breath the air above.

THE UNEXPLORED CONTINENT . . . lies to the east of Mingo City -- a mysterious place where few have ventured. It is an unknown frontier where the writer's imagination is the only guide to what lurks there.

Thus, as you can see, the world of Mongo is a treasure chest of wonders and dangers to dazzle and excite our audience. This is a world where anything that can be imagined can happen . . .

### THE STORIES . . .

While each of our initial twenty-four episodes will be complete adventure stories in themselves, they will also be part of a larger canvass that will chronicle Flash Gordon's major quest -- to defeat Ming's tyrannical grip on Mongo's people.

The major plotpoints of these sequences, and their individual chapters, are outlines on the following pages. Remember that while the general plotlines must carry our series forward each week, the stories within each episode can be reshaped by each writer's individual imagination . . .

"THE NEW ADVENTURES OF FLASH GORDON"

CHAPTER ONE: "A PLANET OF PERIL"

(Stet opening) The great rocketship bearing Flash Gordon, Dale Arden and Doctor Hans Zarkov, on a mission to save their own world from collision with the wandering comet-world Mongo, succeed in averting the crash of planets - but at a terrible cost, for their disabled spaceship crashes on Mongo...

Flash Gordon sees the giant lion-man, Thun, in chains, being hunted by Princess Aura and her Witch Women warriors who are mounted on huge birds, faster than any horse. Flash saves Thun, but the arrival of a golden rocketship bearing Ming's automaton-soldiers, plunges all four, Flash, Dale, Zarkov and Thun, into new peril. They are brought before the great golden dragon throne of Ming The Merciless; Ming sends Dale to his seraglio to become one of his wives, keeps Zarkov to work in his scientific laboratories, and callously condemns Thun and Flash to die in his private arena in a battle against weird monsters. But Flash and Thun, working together, overcome the terrible chameleon-like dragon creatures who can change colors at will, and escape into the labyrinth of tunnels beneath Ming's Imperial Palace. Thun can lead them to freedom, easily - but Flash refuses to go. He will remain here and - somehow - rescue Dale and Zarkov. Thun grins, and pounds Flash on the back; in that case, he says, they both will stay...



## CHAPTER TWO: "THE THWARTING OF MING THE MERCILESS"

Flash Gordon and Thun, King of the Lion Men, set about their scheme to rescue Dale Arden and Doctor Zarkov from the clutches of Ming The Merciless. But it is a perilous venture, for Ming is determined to recapture them - and make them a terrible example for other prisoners who might think of escaping. They make their way through the endless tunnels - but are almost trapped by some of Ming's Mole Men, strange, eyeless creatures who live forever in underground darkness. But Flash ingeniously reasons that the one weapon against these awful foes is light - and he creates torches at the worst moment when their recapture is imminent. The Mole Men are blinded, and Flash and Thun get away. Meanwhile, Ming The Merciless visits Dale, and makes known the fate that awaits her - but he doesn't count on the spunk of this young lady - who snatches Ming's golden dagger from his waist, and makes it clear she'll die before she will submit. But Ming smiles; this feminine resistance only makes Dale more desireable in his eyes. He raises his ring - and a strange, hypnotic green light flashes. Dale is held, motionless, by the ray, without a will of her own - and Ming, laughing, takes her into his cruel arms. But, before he have his way with her, a secret panel flies open - and Ming and Flash Gordon stand face-to-face. Flash launches himself at the Emperor of the Universe - and gets in one hard punch that teaches Ming the error of his arrogant ways. Even as Ming's Witch Women guards run in, deadly lances in hand, Flash grabs the motionless, frozen Dale, and escapes through the panel. Trusting the robot-like Dale to Thun, who will carry her to

freedom through the tunnels, Flash does what Ming never expects him to do - returns to the Imperial Palace. He is seeking Doctor Zarkov, whom he hopes can restore Dale from the spell of Ming. Flash gets to Zarkov, and they use Zarkov's scientific skills to fight their way through Ming's robot-soldiers. They get to the tunnels, and escape seems within their grasp...

### CHAPTER THREE: "THE BEAST MEN'S PREY!"

At the very moment when escape through the tunnels far below Ming's Imperial Palace seems most likely, Ming strikes. Thun is bringing up the rear, when suddenly the very walls of the tunnel they are traversing flame with electrical energy. Thun is struck down - and Flash driven back when he attempts to save the lion man! But Zarkov and Flash are clever enough to use a metal belt to short-out the electricity! In the ensuing darkness they race away - only to drop onto a strange, slide-like rockslope that plunges them deeply into the bowels of the earth. There, in a fantastic underground series of caverns, they are captured by the strange, half-animal Beast Men, who worship a crude stone idol of Ming as their "god". They barely escape being sacrificed to the image of Ming in a fiery pit, and climb the great statue to get away. They are pursued, and the fighting and chase are exciting - but at long last they see daylight ahead of them...

#### CHAPTER FOUR: "THE DEATH MINES OF MONGO!"

At the very moment when Dale, Zarkov and Flash escape from the Beast Men, a huge net drops over them, capturing them. Then Princess Aura appears, smiling. The flame-lances of her Witch Women Warriors hold Flash and the others at bay. Aura brings them back to Ming, who scowls fiercely at them. There will be no quick, easy death for Flash Gordon this time, he says. He condemns Flash Thun to the deadly mines where glowing radiation will soon disable and kill them. Princess Aura, much taken by Flash, pleads for his life, but Ming warns her that even she must obey his commands. Dale is returned to the palace, and Zarkov sent back to the laboratories. Flash and Thun are dropped down a terrible shaft, into a pool, far below, where monstrous Lizard Men - who are immune to the radiation - work the mines. There, in the mines, Princess Aura appears to Flash and Thun, offering to set them free if Flash will become her slave. But Flash and Thun overpower Aura's guards, and capture her - and escape through the mine shafts with their hostage, whom Flash thinks he can trade to Ming for Dale and Zarkov...

#### CHAPTER FIVE: "PRINCE BARIN - THE OUTLAW OF MONGO!"

As Flash, Aura and Thun emerge from the mines, they are seized by weird man-eating plants - but saved by the arrival of Prince Barin and a few of his men. They use their ice-arrows to destroy the terrible plants. Barin, in love with Aura, delights at her capture; he plans on making her his queen. As for Flash Gordon and Thun - he has other plans for them, for the greatest sport is manhunting, for Barin and his fierce hunters. Flash appeals to Barin, that they must stand together against Ming's tyranny; but the ancient rivalry between races of Mongo is too strong, as yet, for him to be swayed by Flash's argument. But, as human prey, Flash and Thun come up with a few tricks that surprise even the wily Barin. One by one, Flash and Thun trap Barin's men, until, at last, Flash and Barin stand alone. Angry, Barin charges Flash - only to fall into a trap prepared for him by Flash. Once again Flash and Thun seem free - and Flash grimly determines to return to Mingo City to save Dale and Zarkov.

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CHAPTER SIX: "TOURNAMENT OF DEATH!"

As Flash and Thun turn to leave Arboria, one of Ming's great golden rocketships plunges down - and robot soldiers attack the trapped Barin. Always for the underdog, Flash goes to Barin's aid - and, reluctantly, for he considers the men of Arboria his enemies, Thun follows. They fight against the robots - but at what seems a moment of victory, Aura appears. She has escaped from Barin's men - and her paralysis-ray ring flashes - freezing Barin, Flash and Thun! She orders the Captain of the Guard, Luan, to take them aboard the rocketship - where they will be returned to Ming. They face Ming The Merciless, on his great golden dragon throne - he grins with pleasure at his three captives - and condemns them to the great Tournament of Death, where only one prisoner can win freedom. They will be pitted against monsters, and savages - and the last man alive will be given his freedom. Barin glares at Flash - he is determined that he will be the sole survivor! The great death games begin; Flash and Thun win against monsters. At last only the three of them, Flash, Thun and Barin remain alive - and it is Flash who finds a way for Thun to escape certain death. Thun vanishes, under protest, for he does not want to leave Flash. But Flash insists - for he does not trust Ming. There will be no winner of these games! At last, Barin and Flash are the two remaining gladiators. They have fought side by side, and saved each other's life, again and again - but Barin, frowning, for he has learned to like and respect and admire the bravery and

strength of Flash Gordon, says they must fight. So these two superb fighting men are pitted against each other in a fight to the death. But neither can at first prevail - and when Flash does get his chance to defeat Barin by killing him, he refuses to do so - faces Ming defiantly. So Ming, angry that Flash won't kill off his rival for the throne of Mongo for him, orders them both imprisoned until they do decide to fight to the death! And, in their prison cell, Flash and Barin face each other - like what they see. Then they grip hands, hard - and the blood from the wounds intermingles. Barin notices this, and smiles. By the ancient laws of Mongo, they have fought together, and their blood as flowed in the same cause - and mixed. From this moment on, they are brothers. Flash, the valiant Earthman, is now a Royal Prince of Mongo...

CHAPTER SEVEN: "VULTAN - KING OF THE HAWKMEN"

While Dale awaits to become Ming's unwilling bride and Zarkov toils in the Emperor's science labs, Flash and Barin face an unwelcome fate in the dungeons of Mingo City. It is Aura, unable to see these two men she favors, subjected to the unholy terrors that her ruthless father has planned for them, who sneaks her way into the underground corridors and releases them from their cells. Flash, of course, wants to go for Dale -- but Barin and Aura persuade him that this is the time for escape and regrouping. They take a new and dangerous trail through the tunnels before finally reached open country beyond Mingo City's borders. But, no sooner do they appear safe, when a new menace comes at them from the skies. Hawkmen. Though Flash and Barin fight valiantly, the three are soon overpowered by the Hawkmen who carry them back to their Sky City to meet Vultan - King of the Hawkmen. Though Aura pleads with Vultan he refuses to listen and considers Flash and Barin to be his enemies -- thus sends them to work in the deadly atomic furnaces that supply the power that keeps the Sky City's anti-gravity beams operating. But Flash and Barin overpower a guard and escape -- outside the Sky City. It is then that they are seen by a patrol and Flash falls toward the ground . . .



CHAPTER EIGHT: "BATTLE FOR THE SKY CITY"

Flash is knocked from the Sky City by a stun ray -- but a Hawkman rescues him before he hits the ground. Barin and Flash are once more brought before Vultan. He is in a rage at their attempted escape, but has to admire their courage. He gives them a chance to earn their freedom. If they can defeat Sulpha, the Sacred Dragon of the Hawkmen -- a creature whose very breath is poisonous -- they will be freemen. It seems almost a hopeless battle, but Flash and Barin combine their strength and cunning and win. True to his word, Vultan releases them. But Ming's armada appears on the scene and demands return of the escaped prisoners. Aura forces Vultan to keep his word and he refuses Ming's demand. Thus Ming orders an all-out attack upon the Sky City. The courage of the Hawkmen is not enough to defend against the weapons of Ming -- and the Sky City crashes to earth in a great holocaust . . .

#### CHAPTER NINE: "RETURN TO MINGO CITY"

Though the Sky City crashes, Flash, Aura and Barin are saved by the Hawkmen. Vultan vows to rebuild his city -- and joins Barin and Flash in declaring open war upon Ming's dictatorship. With the help of some of the Hawkmen, Flash returns to Mingo City to rescue Dale and Zarkov. Through several ruses he manages to do this -- and the trio captures a Ming rocketship and leaves the city. But, as they are escaping over the Sea of Mystery, a mysterious ray seizes their rocket and draws it downward into the violent ocean . . .

CHAPTER TEN: "INTO THE WATER WORLD"

Flash, Dale and Zarkov escape before their rocket disappears into the ocean depths -- but are captured by Sea People and taken before Undina, beautiful Queen of Coralia, the Undersea Kingdom. To save their lives they have been turned into water-breathers and can no longer live on Mongo's surface. Undina and Flash go to investigate the rocket and are trapped there by a huge Sea Creature. Flash gambles on setting off the rocket's atomic engines to destroy the creature, but while Undina escapes in time -- Flash is caught in the tremendous underwater explosion . . .

CHAPTER ELEVEN: "BATTLE BENEATH THE SEA"

Flash is knocked unconscious by the underwater explosion but a following party of Sea People rescue him and Queen Undina. The Queen is grateful and promises to return Flash, Dale and Zarkov to the upper world. But before that can happen a Ming submarine fleet arrives and attacks the underwater city. Flash leads the forces that rally against the sneak attack . . .

## CHAPTER TWELVE: "ADVENTURE IN ARBORIA"

After defeating Ming's submarine forces, Flash, Dale and Zarkov leave the underwater kingdom of Undina in a small rocket. But they are attacked by two of Ming's robot fighters -- and although Flash manages to destroy both attackers, their rocket is damaged and crashes on the edge of Arboria. While making their way through the jungle, Zarkov is bitten by a rabid squirlon and runs off in a state of madness. Meanwhile Flash and Dale have their hands full when they are grabbed by a flesh-eating vine tree. But Barin's people come along in time and all three are escorted to Arboria's Tree City -- unaware that Ming has agents even within the walls of Barin's palace . . .

CHAPTER THIRTEEN: "KIDNAPPED"

While they rest in Arboria, an agent of Ming sneaks into the palace and kidnaps Dale. Flash and Barin go in pursuit -- but are captured by horned ape men. After a struggle they escape and continue on the trail -- catching up with the agent and rescuing Dale. Then they return to the Tree City to participate in a council of war against Ming . . .

# MAP OF THE PLANET MONGO

MONGO IS APPROXIMATELY ONE HALF THE DIAMETER OF EARTH BUT HAS A GRAVITATIONAL DENSITY THAT IS ONLY SLIGHTLY LESS. IT IS A RELATIVELY YOUNG WORLD WITH TOWERING MOUNTAINS NOT YET WORN SMOOTH BY TIME AND MANY AREAS OF VOLCANIC ACTIVITY. ITS VEGETATION IS STILL LIMITED TO ISOLATED AREAS OF BOTANICAL GIANTS. BIOLOGICALLY IT IS STILL IN THE ERA OF REPTILIAN GIANTS. MAN EVOLVED FAST INTO DIVERSE RACES, MANY OF WHICH POSSESS AMAZINGLY ADVANCED TECHNOLOGY WHILE OTHERS STILL LIVE IN PRIMITIVE AND UNEXPLORED REGIONS.



ARROWS MARK SITES OF FLASH GORDON'S  
FIRST AND SECOND CRASH LANDINGS  
ON THE PLANET MONGO.  
SCALE 1" = 600 MILES



# FLASH GORDON

**S**INCE ITS BEGINNING IN 1934, THE FLASH GORDON STRIP INTRODUCED MANY FASCINATING PEOPLE AND PLACES. MONGO IS A WORLD OF MANY RACES, RANGING FROM THE PRIMITIVE TO THE SUPER SCIENTIFIC. RANGED WITH TOWERING MOUNTAINS, AREAS OF VOLCANIC ACTIVITY AND LUSH VEGETATION OF GIGANTIC PROPORTIONS, HUGE REPTILES STILL WALK THE LAND.

THE FOLLOWING IS A BRIEF LOOK AT THE PLANET MONGO!



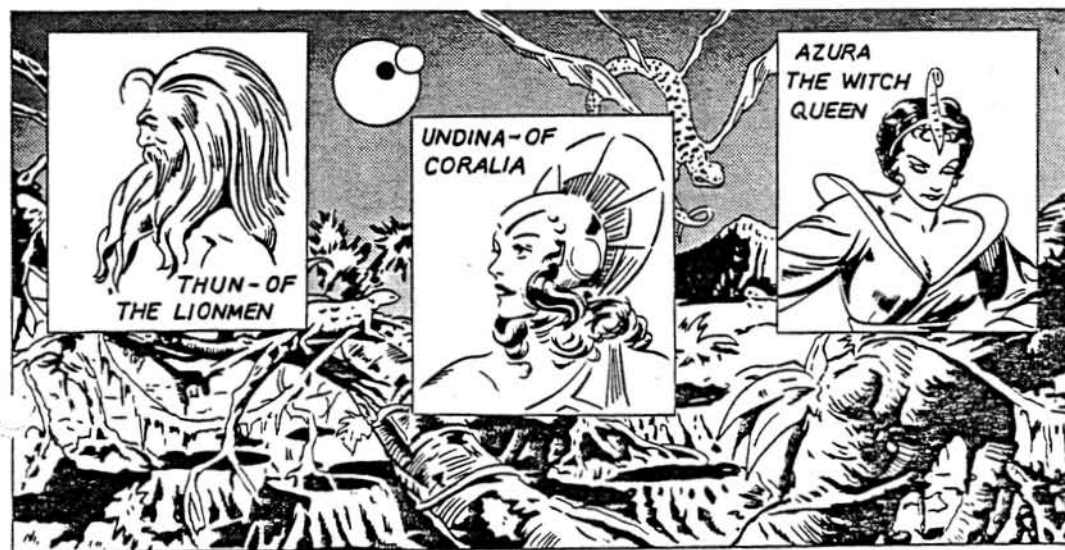
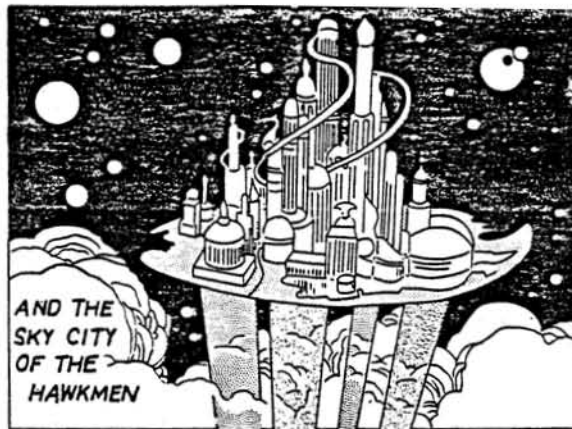
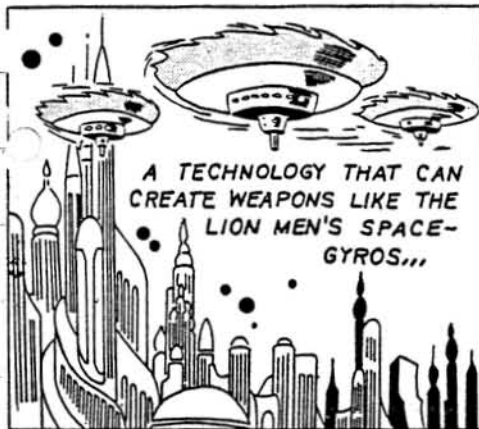
HOWEVER,  
NOT ALL  
MONSTERS  
ARE PRE-  
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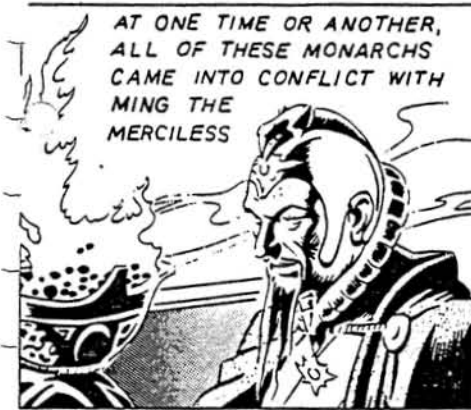
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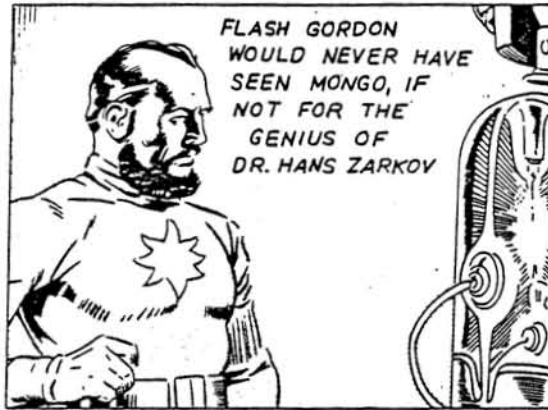








AT ONE TIME OR ANOTHER,  
ALL OF THESE MONARCHS  
CAME INTO CONFLICT WITH  
MING THE  
MERCILESS



FLASH GORDON  
WOULD NEVER HAVE  
SEEN MONGO, IF  
NOT FOR THE  
GENIUS OF  
DR. HANS ZARKOV



FLASH'S LOVE,  
DALE ARDEN,  
SHARED  
HIS  
ADVENTURE



AN ADVENTURE THAT TOOK  
HIM FROM THE ICE  
WORLD OF FRIGIA...



TO THE  
UNDERWATER  
KINGDOM OF  
CORALIA...



AND  
THE  
FOREST  
KINGDOM  
OF  
ARBORIA



AFTER A SHORT STAY ON EARTH, FLASH RETURNED TO MONGO - THIS TIME LANDING ON A DIFFERENT CONTINENT - TROPICA!

FLASH AND GUNDAR



QUEEN DESIRA AND BRAZOR



DESIRA'S THRONE HAD BEEN TAKEN OVER BY BRAZOR - FLASH RESCUED DESIRA AND WITH THE AID OF THE DESERT BANDIT GUNDAR, HE RESTORED HER TO THE THRONE! FLASH GORDON, ~HERO OF MONGO~

